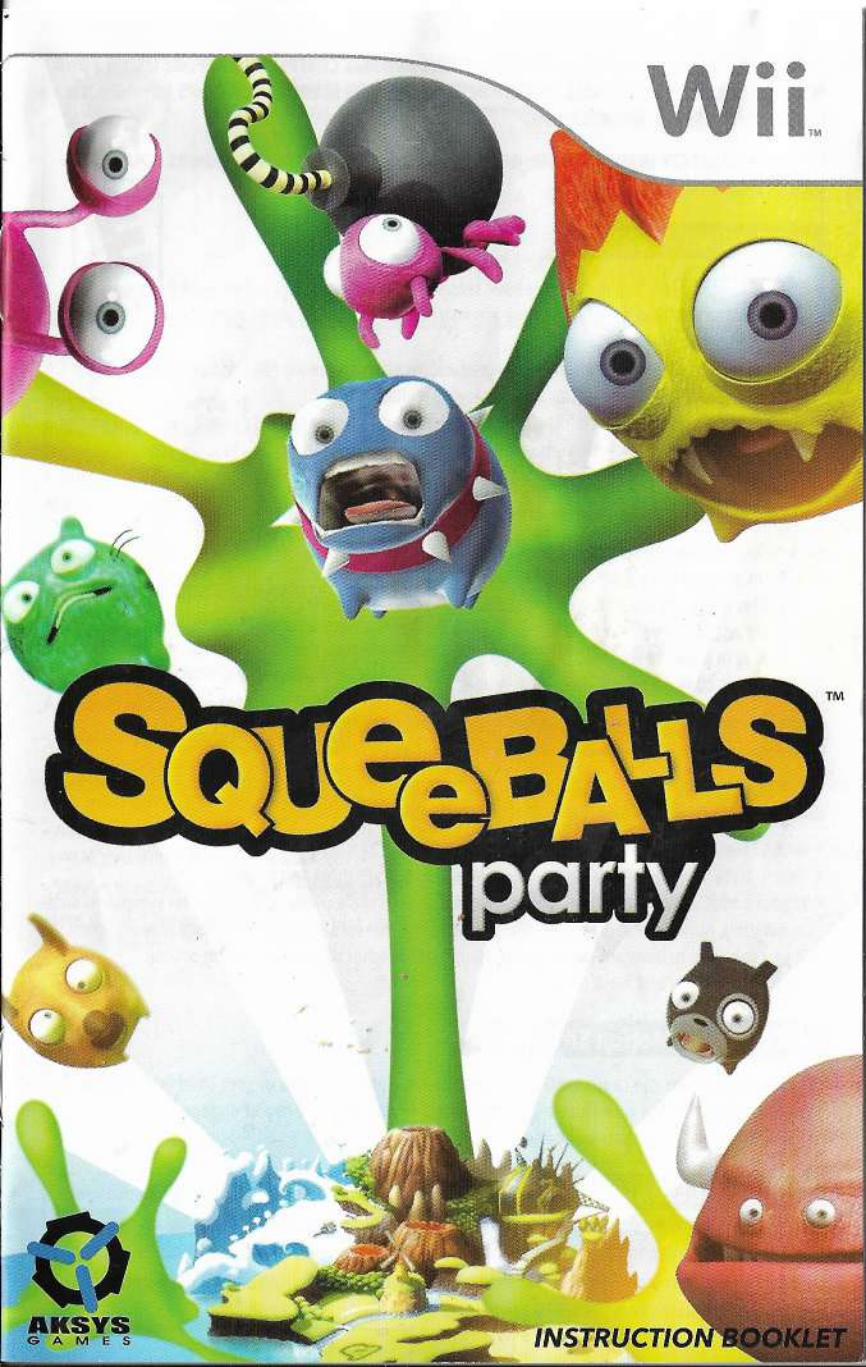

Wii™
SQUEEBALLS™
party
AKSYS
GAMES
INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo, Wii and the Official Seal are trademarks of Nintendo. © 2006 Nintendo.

Licensed by Nintendo

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.

⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

Squeeballs party

CONTENTS

Controls 1

Playing the Game..... 2-3

Game Modes 3-4

Game Types 5-8

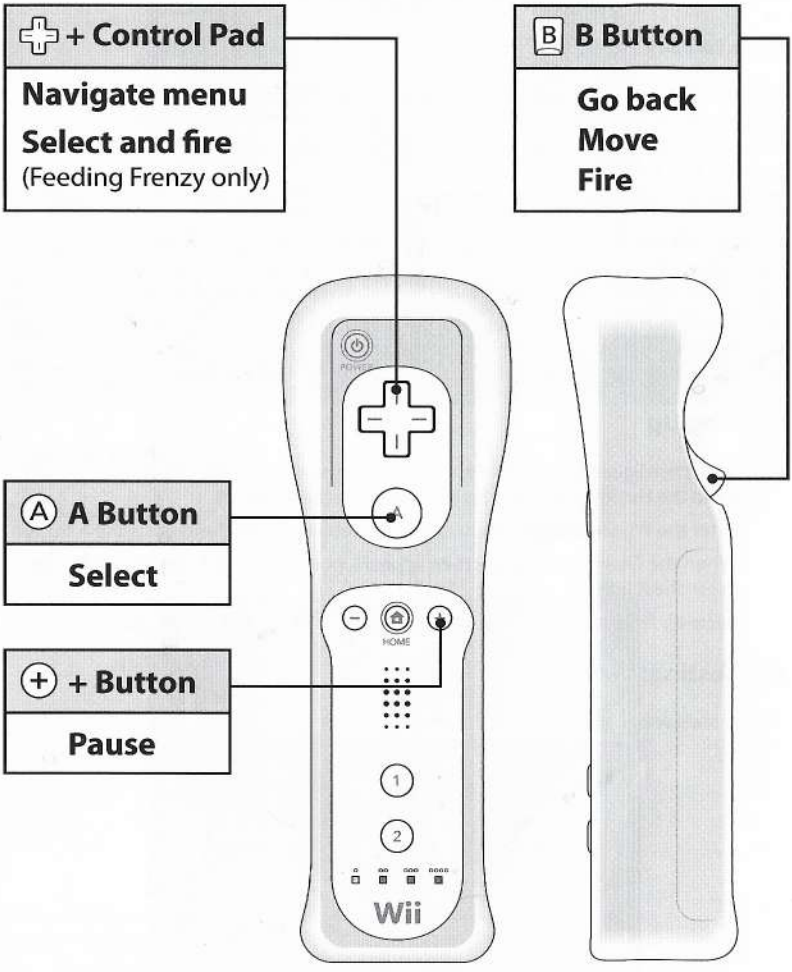
The Squeeballs 9

Multiplayer 10

Credits..... 10

Customer Support 11

Controls:


+ Control Pad
Navigate menu
Select and fire
(Feeding Frenzy only)
B B Button
Go back
Move
Fire
A A Button
Select
+ Button
Pause
HOME
1
2
Wii

Playing the Game

The Squeeballs Story

Squeeballs are toys made on a secret island somewhere in the Pacific Ocean. Before they can be sold, they must be tested: Only the best Squeeballs make it off the island. You are the tester – slice them, dice them, inflate them! Test them to destruction!

How to Play

To make it off the island and into the shops, Squeeballs have to pass stringent tests. Your task is to perform all the tests in a series of challenges. There are up to 14 challenges in 11 Game Types – that's a whole lot of testing! Only some challenges and Game Types are available when you start the game; you unlock further challenges along the way.

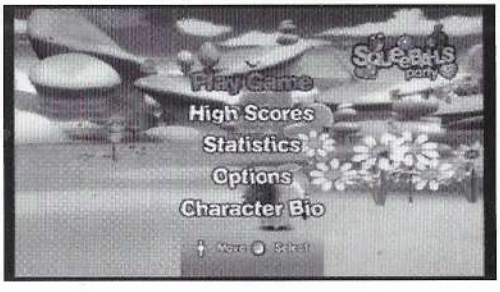
Once you have unlocked a Game Type, you can play it for points. Master the game and reap fame and glory with your name on the High Score Screen. The only thing better than making the High Score Screen is beating your friends; so hook up with your buddies for a live competition in head to head or party modes - but don't buckle under the multiplayer pressure! Squeeballs can be played by up to four (4) people using one or two (1 or 2) Wii Remotes.

Starting Up

- Insert the Squeeballs Game Disc into the disc slot on the Wii console. Read the Health and Safety Screen and press the A Button.
- After the Wii Menu loads, point at the Squeeballs Channel and press the A Button.
- When the Channel Preview screen appears, point at the Start Button and press the A Button.
- Securely fasten the wrist strap and press the A Button to start the game.

Get Testing!

On the Main Menu Screen, select Play Game.



This brings up the Game Mode Menu Screen.

Choose between the Game Modes. To get started quickly, select Challenge Ladder, a single player game.

Master Tester Tip

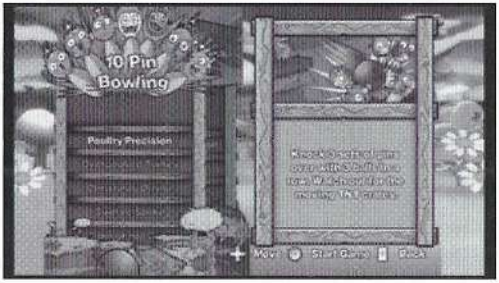
For some challenges you have to point at the screen. The Star Pointer tells you where you are pointing.

If the Star Pointer leaves the screen, come back on to it from the direction the arrow is pointing. If you don't enter the screen from there, you'll end up whacking those Squeeballs in the wrong direction!

Game Modes

Challenge Ladder

Single Player Game



Your aim is to complete all the challenges on each Game Type Ladder; there are 11 ladders and up to 14 challenges in each ladder. You unlock challenges and Game Types as you play.

There is a master tester route through Challenge Ladder Mode; you can opt to follow this route by taking the next challenge offered by the game or forge your own path of destruction!

Master Tester Tip

After you have successfully completed a challenge, select Next Challenge to follow the pre-selected master tester route, hopping between Game Types through the game.

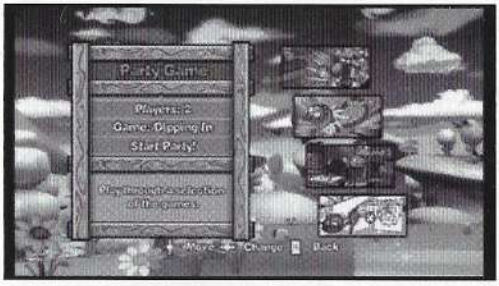
Single Game

Single Player Game

Win points and get the chance to get your name in lights - on the High Score Screen. You can only play Game Types which have been unlocked.

Party Game

Multiplayer Game (This mode uses only one Wii Remote.)



Up to four players take turns to see who's the most destructive tester!

Use the **+ Control Pad** to move up and down the menu and scroll left and right through the options. Press the **A Button** to select.

Game: The Game option is your choice of challenges – sets of game types, random challenges or the whole lot! You can also create customised sets of challenges just for you by choosing *My Game*.

Head-to-Head

Multiplayer Game (Only available when two Wii Remotes are detected.)

Like the Party Game but two players battle it out together, side-by-side, one-on-one. (Note that some challenges in Head-to-Head are turn-based.)

Game Types

Master Tester Tip

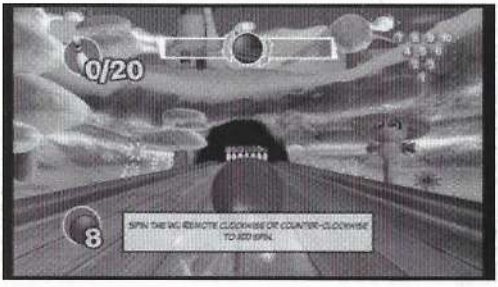
Explore what you can run into or shoot in every Game Type - you never know what might happen!

10 Pin Bowling

You don't need any fancy bowling shoes for this one. Roll the ball to knock down the pins. Hope you 'strike' it lucky!

Use the + **Control Pad** to set the angle of your roll, hold down the **B Button** and release it to bowl.

After Touch



When you see this sign, you can apply After Touch to the ball while it's in motion. Swing the Wii Remote clockwise or anti-clockwise to put a spin on the ball and curve it. Watch out, After Touch is only available for a short time.

Master Tester Tip

Spin – just before you release the **B button**, twist the **Wii Remote.** This will curve the ball.

Cannon

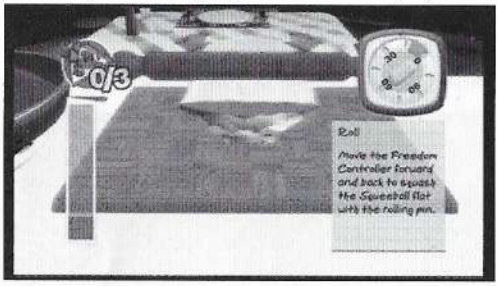
What do you get if you take a racquet, some Squeeballs and a cannon? You've guessed it; a whacking good time! Whack the Squeeballs that are fired toward you; as many as you want, as far as you can and in as many different directions as you dare. Whack them every which way you want but beware the Crabooms.

Master Tester Tip

Avoid wide tennis swings – they don't work. This game's all about the flick of the wrist. Keep your hand in the center of the screen and flick in the direction you want to send the Squeeball.

Cooking

You're the host with the most as you prepare a scrumptious meal.....from Squeeballs. Move the Wii Remote backwards and forwards frying, up and down chopping or round and round mincing. Follow the cooking instructions on screen and you won't go far wrong. 'Squee' L T sandwich, anyone?



Paint by Squeeball

Painting by numbers - with a twist. The paint is Squeeballs and your paintbrush is a catapult. Fire the Squeeballs at the canvas. Weeeee!

Master Tester Tip

Hit some of the floating targets for extra points.

To aim, press the **B Button**, pull back the **Wii Remote**. Release the **B Button** to fire.

Shock

Don't touch the wire! Keep as much charge as possible in the shock wire by moving the ring along it without touching it. Every time you touch the wire, it loses charge and the shock test is weakened. Get the ring across the wire with enough charge and a Squeeball gets shock tested, but not necessarily the Squeeball in the testing jar! You need a steady hand with this, especially in the challenges against the clock.

Master Tester Tip

If you touch the wire, the hand lets go of the ring. Move the hand pointer back on to the ring to grab it again.

Stampede

They're coming right at you! Don't let them overwhelm you with their love - thin out their numbers. Fire Crabooms at the Squeeballs to keep them at bay.

Press the **B Button** to fire and press the **A Button** to reload.

Crazy Lanes

It's magma-nificent! Twisting lanes through lakes of lava. Who'd be hanging out in a in a place like this? Squeeball testers, that's who! Steer your Squeeball down the twisting lanes to hit the target at the end.

Hold down the **B Button** and move the **Wii Remote** backwards to increase your speed. Steering fast is good, as this game's against the clock – but remember that speed makes steering tougher.

Avoid the lakes of lava but look out for the green arrows – where you see them, you can fly over the lava.

Master Tester Tip

Position the Star Pointer on the Squeeball to go – you can't go until it is in the right place.

Yellow Star Pointer = GO! Red Star Pointer = NO GO!

Keep the Star Pointer on the screen to steer the Squeeball down the track.

Feeding Frenzy

El Toro's hungry. Give El Toro eats or El Toro eats you! There's only one thing for it – feed El Toro with Squeeballs! Play it safe: Keep your distance by firing El Toro some tasty Squeeball luncheon from a great big gun. Make sure you feed El T the Squeeball it wants - feed El T the wrong Squeeball and El T stays hungry!

Select the required Squeeball and fire using the **+ Control Pad.**

NOTE: This game uses the **+ Control Pad** to fire.

Pumping

How much hot air can a Squeeball take? The best way to find out is to pump it up.

You need to pump in enough air to inflate Snorgle and fly it to the target. It's a delicate balance between under and over fill. You need to pump quickly while there's enough pressure in the pump, but not so quickly that Snorgle overfills and bursts.

Swing the Wii Remote up and down to pump and press the **B Button** to launch the flight.

Master Tester Tip

When the Star Pointer is yellow, it's in the correct place to launch the flight.

Golf

It's golf but not as we know it. Use the contraption to sling shot a Squeeball, skimming or throwing it towards the place you want it to land.

Swing the Wii Remote round to wind the contraption round; the faster you wind, the further it goes.

Master Tester Tip

Slow down the Squeeball by winding backwards while it's in flight.

Squeeball Testing Belt

Squash them, slice them, pop them! Slam them, chop them, whack them! This is the test of all tests! Look out for the arrow, it tells you which direction to move in. As ever, beware the Crabooms. They aren't called 'Cra**BOOMS**' for nothing!

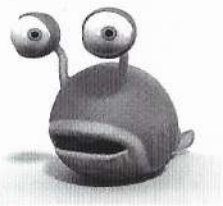
Master Tester Tip

Make sure you keep the star pointer on screen at all times in this game.

The Squeeballs

As you play through the game, Squeeball character bios are unlocked. Here they are, ready to play. Aaah, aren't they sweet? I mean, really, how **COULD** you squidge them?!? Huh? How **COULD** you?!?

Aardi



Boris

Bully

Fangs

Fuzz

Mow Mow

Octo

Snorgle

Stubby

Sushi

Craboom

El Toro

Multiplayer

From the Main Menu Screen, select Play to see the Game Mode Menu Screen.

Squeeballs has two Multiplayer modes:

Party Game – Party Game can be played by up to four people, each taking turns using a single **Wii Remote.**

Head-to-Head - If the game detects two **Wii Remotes,** you'll also see the 'Head-to-Head' option. This allows two players to play through a series of games, some simultaneous and some turn-based.

High Scores

Access the High Score Screen via the Main Menu Screen. From any menu screen, keep pressing the **B Button** to go back until you reach the Main Menu Screen. Select High Scores and see the glittering names of the Master Testers who are made of the right stuff! Is your name going to make it there?

Options:

Kill the Music, Up the Squeeballs' Squeeks?

Change the sound effects, music and loads of other controls via the Options Menu.

Press the **+ Button** to pause and select Options from the Pause Menu Screen

or

From any menu screen, keep pressing the **B Button** to go back until you reach the Main Menu Screen. Select Options.

Credits

Eiconic Games Ltd
James Boulton
Simon Credland
Neall Jones
Graeme Monk
David Pollard

Contract Programmers
Scott Evans
Alex Waterston
Steve Oldacre (Devil's Details)
Pete Bratcher (Devil's Details)
Adrian Hirst

2D & Concept Art
Keith Webb

Contract Artists
Vbeing
Think Tank Studios

Sound Design
The Audio Guys

Voices
Marc Silk
Maria Darling
Robbie Stevens
Tom Clarke Hill
Brian Bowles

Music
2dB Music Production

Translations
Babel Media
VMC GameLabs

PDP USA
Chris Richards
Tom Roberts
Dave Evans
Scott Terrell
Thomas Gosney
Dave Mason
Nick Simmons
John Moore
Patricia Wuillaume
Matt Morin
Jean Mitchell

PDP UK

Executive Producers
Richard Baxter
Harry Holmwood
Elliott Myers

Aksys Games
Akibo Shieh
Aaron Berger
Gail Salamanca
Mike Manzanares

Testing
Imran Yusuf
Marlon Andall
Remi McKenzie
David Haddon
Alex Holroyd
VMC Game Labs
Julia Holmwood
Isobel Holmwood

Original Character Designs
Phil Corbett

Manual Writing
Laura Smith

Special Thanks
Ellen O'Donnell & team (Camerons Accountants)
Louise Handley & team (Lee & Priestley Solicitors)
Andrew Parsons
Selina Busby
Natalie Evans
Laura Hamilton
Dr Sarah Haigh
Queans Restaurant
The Le De Spencer's Arms
Paul Higgins
Chris Stone
Sue Embury
Rob & Jackie Monk

Customer Support

Phone: 1-800-331-3844
1840 East 27th Street
Vernon, CA 90058 USA
www.squeeballs.com

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" MEANS THE SOFTWARE INCLUDED WITH THIS AGREEMENT, ANY ASSOCIATED MEDIA (OF ANY TYPE), PRINTED MATERIALS, AND ANY DOCUMENTATION RELATED THERETO (WHETHER IN PAPER FORMAT OR ONLINE/ELECTRONIC IN NATURE), AND ANY COPIES OR DERIVATIVE WORKS OF ANY OF THE FOREGOING SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ARE DEEMED TO HAVE ACCEPTED THE TERMS AND CONDITIONS OF THIS LICENSE WITH PERFORMANCE DESIGNED PRODUCTS LLC AND ITS AFFILIATED COMPANIES ("PDP").

LIMITED USE LICENSE. This Program is licensed, not sold. PDP grants you, the user, the non-exclusive, non-transferrable, limited right and license to use one (1) copy of this Program solely for your personal use and enjoyment. All rights not specifically granted under this Agreement are hereby reserved by PDP. Your license confers not title or ownership rights in the Program, and should not be construed as a sale of any rights in or to the Program.

OWNERSHIP. All title and ownership rights and intellectual property rights in and to this Program, and any copies thereof (including without limitation any titles, computer code, themes, objects, characters, names, stories, artwork, animation, sounds, music, moral rights, and any related documentation, incorporated into this Program) are owned or licensed by PDP. This Program is protected by the copyright laws of the United States of America, international copyright treaties and conventions, and other laws. This Program may contain licensed materials and intellectual property of third parties who reserve all their respective rights and may take action separately to enforce their rights.

PROHIBITIONS. You may not do any of the following:

- Sell, rent, lease, license, distribute, or otherwise transfer this Program to others, or make copies of this Program, without the express prior written consent of PDP.
- Exploit this Program commercially, including any of its parts or components, including use as cyber cafes and computer gaming centers.
- Reverse engineer, derive the source code, modify, decompile, disassemble, create derivative works of this Program, or any parts thereof.
- Remove, disable, or circumvent any proprietary notices or labels contained or within this Program
- Use this Program in any manner that is a violation of any law, rule, or regulation.

LIMITED 90-DAY WARRANTY. PDP warrants to the original purchaser of this product that the recording medium on which the Program is recorded (the "Recording Medium") and the documentation included with this product (the "Manual") are free from defects in materials and workmanship for a period of ninety (90) days from the date of original purchase. If the Recording Medium or Manual is found to be defective within 90 days from the date of purchase, PDP agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its designated customer service center, postage paid, with the original receipt/proof of purchase. This warranty is limited to the original Recording Medium and Manual provided by PDP. This warranty shall not be applicable and shall be void if, in the reasonable opinion of PDP, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate PDP. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. THIS WARRANTY GIVES YOU SPECIFIC RIGHTS. YOU MAY HAVE OTHER RIGHTS THAT VARY BY STATE.

LIMITATION ON DAMAGES. IN NO EVENT SHALL PDP BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PDP PRODUCT, INCLUDING DAMAGE TO PROPERTY, AND TO THE EXTENT, DAMAGES FOR PERSONAL INJURY, EVEN IF PDP HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE LIMITATION AS TO HOW LONG AN IMPLIED WARRANTY LASTS AND/OR EXCLUSIONS OR LIMITATIONS ON INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS OF LIABILITY MAY NOT APPLY TO YOU. IN SUCH JURISDICTIONS, PDP'S LIABILITY SHALL BE LIMITED TO THE FULLEST EXTENT PERMITTED BY LAW.

TERMINATION. Without prejudice to any other rights of PDP, this Agreement will terminate automatically if you fail to comply with all of its terms and conditions. In such event, you must destroy all copies of the Program and its component parts.

MISCELLANEOUS. This Agreement constitutes the full and complete agreement and understanding between the parties, and supersedes all prior agreements and representations between them. This Agreement may only be amended in writing by a document signed by both parties. If any provision of this Agreement is help to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected thereby. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and performed within California, except as governed by federal law, and you hereby consent to the exclusive jurisdiction of the state and federal courts located in Los Angeles County to resolve any dispute arising hereunder, between the parties, regarding the Program or this product.

Also Available for NINTENDO DS™

SQUEEBALLS™ party

Shock

Feeding Frenzy

Cooking

10 Pin Bowling

Paint by Squeeballs

...and More!

EVERYONE 10+
Cartoon Violence
ESRB CONTENT RATING www.esrb.org

AKSYS GAMES

AKSYS GAMES 365 Van Ness Way, Suite #510, Torrance, CA 90501

PRINTED IN USA